13

CLAIMS:

1.   A gaming machine comprising

a display;

a game controller arranged to control images of symbols displayed on the

5   display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, a prize is awarded; and

a plurality of sub-games constituting the game displayed on the display with, as an initial display, fewer than a full set of images of each of the sub-games being

10   displayed to show a partial outcome of the game, the fewer than the full set of images being representative of a determination of an expected value for each of the sub-games.

2.   The gaming machine of claim 1 in which each sub-game has a plurality of image carrying elements, each of which carries a plurality of images required to be

15   considered in assessing an outcome of the game.

3.   The gaming machine of claim 2 in which, in the initial display of each sub-game, fewer than all of the image carrying elements of the sub-games are displayed to display the partial outcomes of the sub-games.

20

4.   The gaming machine of claim 3 in which the expected value of the first sub-game as derived from the displayed partial outcome of the first sub-game is used to select the displayed fewer than all of the image carrying elements of the remaining sub-games in the initial display.

25

5.   The gaming machine of claim 4 in which the game controller includes a data storage element in which data relating to expected values for each of the remaining sub-games are stored.

30   6.   The gaming machine of claim 5 in which the data are stored in the form of look-up tables for each of the sub-games.

7.   The gaming machine of claim 6 in which, once the expected value for the first sub-game has been determined, the game controller accesses the look-up tables for each

35   of the remaining sub-games to ascertain the expected value for each of the remaining sub-games which most closely approximates the expected value for the first sub-game.

8.   The gaming machine of any one of the preceding claim in which each sub-game has a feature game associated with it and, if that feature is won, the feature is also played before the game is concluded.

9.   The gaming machine of claim 8 in which the feature associated with each sub-game is a no-cost feature.

10.   The gaming machine of claim 8 or claim 9 in which the feature associated with each sub-game is triggered by the controller independently of the result of a base sub-game preceding the triggered feature.

11.   The gaming machine of any one of claims 8 to 10 in which the features associated with the sub-games differ from one another.

12.   The gaming machine of any one of the preceding claims in which the game has a jackpot bonus feature associated with it.

13.   The gaming machine of claim 12 in which the bonus feature is in the form of a progressive jackpot feature.

14.   The gaming machine of claim 13 in which the progressive jackpot comprises at least two jackpot levels being a minor jackpot and a mega jackpot.

15.   The gaming machine of claim 14 in which, when the bonus feature is triggered, an animation is displayed which indicates to the player which level of jackpot the player will win.

16.   A gaming machine comprising
    a display;
    a game controller arranged to control images of symbols displayed on the display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, a prize is awarded; and

the game being in the form of a spinning-reel game and the game controller using a table of expected values to determine displayed reel-stopping positions of less than all of the reels of the game.

5   17.   The gaming machine of claim 16 in which the game comprises a plurality of sub-games, each sub-game being in the form of a spinning reel game in respect of which the game controller uses the table of expected values to determine displayed reel-stopping positions of less than all of the reels of each sub-game.

10   18.   A method of playing a wagering game, the method including the steps of generating a partial outcome for a first sub-game of the game;

determining an expected value of an outcome of the first sub-game arising from said partial outcome;

determining partial outcomes for remaining sub-games of the game, the partial outcomes for each of the remaining sub-games being representative of an expected value for each of the remaining sub-games, the expected value for each of the remaining sub-games being approximately the same as the expected value for the first sub-game; and

displaying the partial outcomes of the sub-games of the game on a display of a gaming apparatus.

19.   The method of claim 18 in which each sub-game has a plurality of image carrying elements, each of which carries a plurality of images required to be considered in assessing an outcome of the game and in which the method includes, in an initial display of each sub-game, displaying fewer than all of the image carrying elements of the sub-games to display a partial outcome of each of the sub-games.

20.   The method of claim 19 which includes determining a display configuration for the fewer than all of the image carrying elements of the first sub-game to provide the partial outcome for the first sub-game.

21.   The method of claim 20 which includes, once the display configuration of the partial outcome of the first sub-game has been determined, determining the expected value of the first sub-game.

22.   The method of claim 21 which includes using the expected value of the first sub-game to select the displayed fewer than all of the image carrying elements constituting the partial outcomes of the remaining sub-games.

5   23.   The method of claim 22 which includes storing data relating to expected values for each of the remaining sub-games in a game controller of the game playing apparatus.

24.   The method of claim 23 which includes storing the data in the form of look-up
10   tables for each of the sub-games.

25.   The method of claim 22 which includes, once the expected value for the first sub-game has been determined, accessing the look-up tables for each of the remaining sub-games to ascertain the expected value for each of the remaining sub-games which
15   most closely approximates the expected value for the first sub-game.

26.   The method of claim 25 which includes, once the expected values of the remaining sub-games have been selected, determining the displayed fewer than all of the image carrying elements of the remaining sub-games and displaying the fewer than
20   all of the image carrying elements of the remaining sub-games.

27.   The method of any one of claims 19 to 26 which includes not displaying any information relating to the remaining, non-displayed image carrying elements of each of the sub-games.
25

28.   The method of any one of claims 19 to 24 which includes requiring a player to place a wager prior to displaying the partial outcomes of the sub-games.

29.   The method of claim 28 which includes initially placing the wager on all of the
30   sub-games of the game.

30.   The method of claim 29 which includes, when the partial outcomes of the sub-games have been displayed, offering the player the option of transferring the wager to one or fewer than all of the sub-games.
35

31. The method of claim 30 in which each sub-game has a feature game associated with it and in which the method includes, if that feature is won, playing off the feature before concluding the game.

5   32. The method of claim 31 which includes awarding the feature as a no-cost feature.

33. The method of claim 31 or claim 32 which includes triggering the feature associated with each sub-game independently of the result of a base sub-game 10 preceding the triggered feature.

34. The method of claim any one of claims 31 to 33 which includes differentiating the features associated with the sub-games from one another.

15   35. The method of any one of claims 19 to 34 in which the game has a bonus jackpot feature associated with it, the bonus jackpot feature being a progressive jackpot feature having at least two jackpot levels and in which the method includes displaying an animation which indicates to the player which level of jackpot the player will win.

20   36. A game to be played on a gaming apparatus, the gaming apparatus having a display and being controlled by a game controller arranged to control images displayed on the display, the game comprising a plurality of sub-games constituting the game displayed on the display with, as an initial display, fewer than a full set of images of each of the sub-games being displayed to show a partial outcome of the game, the 25 fewer than the full set of images being representative of a determination of an expected value for each of the sub-games.

37. The game of claim 36 in which each sub-game has a plurality of image carrying elements, each of which carries a plurality of images required to be considered in 30 assessing an outcome of the game.

38. The game of claim 37 in which, in the initial display of each sub-game, fewer than all of the image carrying elements of the sub-games are displayed to display the partial outcomes of the sub-games.

35

39.   The game of claim 38 in which the expected value of the first sub-game as derived from the displayed fewer than all of the image carrying elements of the first sub-game is used to select the displayed fewer than all of the image carrying elements of the remaining sub-games.

40.   The game of claim 39 in which the game controller includes a data storage element in which data relating to expected values for each of the remaining sub-games is stored.

41.   The game of claim 40 in which the data are stored in the form of look-up tables for each of the sub-games.

42.   The game of claim 41 in which, once the expected value for the first sub-game has been determined, the game controller accesses the look-up tables for each of the remaining sub-games to ascertain the expected value for each of the remaining sub-games which most closely approximates the expected value for the first sub-game.

43.   The game of any one of claims 36 to 42 in which each selected sub-game has a feature game associated with it and, if that feature is won, the feature is also played before the game is concluded.

44.   The game of claim 43 in which the feature associated with each sub-game is a no-cost feature.

45.   The game of claim 43 or claim 44 in which the feature associated with each sub-game is triggered by the controller independently of the result of a base sub-game preceding the triggered feature.

46.   The game of any one of claims 43 to 45 in which the features associated with the sub-games differ from one another.

47.   The game of any one of claims 36 to 46 in which the game has a bonus jackpot feature associated with it.

48.   The game of claim 47 in which the bonus feature is in the form of a progressive jackpot feature.

49. The game of claim 48 in which the progressive jackpot comprises at least two jackpot levels being a minor jackpot and a mega jackpot.

5   50. The game of claim 49 in which, when the bonus feature is triggered, an animation is displayed which indicates to the player which level of jackpot the player will win.

51. A method of playing a game comprising the steps of:

10   (a) providing a plurality of first symbols and a plurality of second symbols;

(b) providing a first play location having a plurality of first play location spaces for displaying a subset of the first symbols and a second play location having a plurality of second play location spaces for displaying a subset of the second symbols;

15   (c) betting at least one credit at at least one of the first play location and the second play location;

(d) randomly assigning and displaying one symbol of the first symbols to a plurality of the first play location spaces;

(e) determining a mathematical value based on the randomly assigned and

20   displayed symbols that is based on odds of achieving a specific subset of symbols of the first symbols when every first play location space is assigned and displayed one of the first symbols; and

(f) assigning and displaying one symbol of the second symbols to a plurality of the second play location spaces, wherein the mathematical value of the

25   assigned and displayed second symbols is substantially the same as the mathematical value of the randomly assigned and displayed first symbols.